

Over last two trimesters, we had worked on the project of building up your own photo camera, making a photo-book, 16mm analogy film workshop, EYE museum project and self directed research. From my perspective, Photo Camera building, 16mm analogy film workshop and Photo book making has more clear routine and more direct educational approach, while EYE project and self directed research are more related to critical thinking and longer time period independent research. First of all, I would like to draw more attention to EYE film project and Self directed research.

Eye film project: "Louder Louder"

"Louder Louder" is a 3 minutes 8 seconds short experimental CGI film. I was in charge of the whole concept and moving images. But in terms of audio part, I collaborated with Rik van den Hurvel (composer from my Band). There is no concrete story in this animation, all elements inside work for two parallel world: one is called "already gone", which contains four gigantic human sculptures, Asian style rocks, infinite road, small scale non-head people walking. Another one is "Going on", which represents by hundreds of weird bodies moving in different transparent boxes. More specifically, In the world of "already gone", four human sculptures have different gestures. Based on camera perspective: The gesture from the first sculpture is kneeling on the ground with its head down; The second sculpture spreads its legs and hold its head; The Third one opens its leg and arms; The fourth one stands 30 degrees and holds hand behind the back. Those four sculptures are made by fragmental rocks that connected by wireframes. Beside that, they are all standing above the path in this cubical space. Meanwhile, a tiny white human sculpture without head slowly walking on the path. On the other hand, The world of "going on" has infinite black space, irregular broken wireframes stays in the transparent boxes, weird body shapes that are trapped by wires connected with the world "already gone". All the transparent boxes move constantly, while weird human sculptures crazily move inside.

In order to accomplish this project, I use Cinema4d for building sculptures, texturing, lighting and animating. Besides that, I took advantage of Adobe Premiere and Adobe After Effects for video clip editing and colour correction. I started with visualising my emotions based on the topic of "Cloud cuckoo land". At that moment, a lot of fragmental images came out of my mind. They are not solid, and from all kinds of resource. It could be a scene from the film "Blade runner 2048", or from Neo-psychedelic punk music.... I recorded it and put it together, trying to see what is outline of this group of mess. After those constructing and deconstructing process, I decided to not tell a concrete story, at least not give audience a clear storyline. Instead, I choose to create "A" space by using CGI technicals and surrounding sound that triggers you to experience what I want to tell.

This project became more and more personal during the time of researching on what is your reality. "Louder Louder" for me means a struggle, struggling about what is my position in those two conflicted realities. It is a confusion, or a hesitation of me wanting to fit in this physical world, but also want to escape from it. What is the reality that I am facing with? Massive people and movements, very strong criteria and causation, unescapable perception management from social media, also dogmas. Especially when I move to the big city, everything become so vivid and so absurd. This is what I visualised in the world "going on". In the same time, I do realise that the reality that I am dreaming of only exist when I deny or refuse to accept most of standard from the real society. Then the question is how can I balance myself, or can I find an approach to solve it? This paradoxical feeling drives me to create a visual language, telling the public what I am

experiencing, It's really complicated which takes all of your strength. This is also why "Louder louder" does not have a narrative: It's a context for bring all those questions.

Self directed research:

During the last semester, Self directed research always plays an important role on my working methods, not only on school project like EYE project or 16mm analogy film workshop, but also the side project and the way of thinking. First part was describing my work by using what, how, why. It was very effective because I haven't experienced how to organise my visual languages though texts before. Since I started to generalise it with short sentence, my self-reflection became more and more rational and clear. In the same time, we had a learning session, I choose to read "the logic of sensation" from [Gilles Deleuze](#), "[the interface effect](#)" from [galloway](#), "[In Defense of the Poor Image](#)" by [Hito Steyerl](#), and "sculpting in time" from Andrei Tarkovsky. I only finish "the logic of sensation", and give up reading "the interface effect". But still it influence me a lot on how I think of the media and what is my position in the digital art view. One month ago, I wrote research target after finishing reading "the logic of sensation", It had two parts: first one was continuing reading the book "in defence of poor image" and "the interface effects", which I am still working on that. Another part was discovering how to represent time "present" through interactive digital media. At that moment, I focus more on what is visual representation of time "present". It's uncertain, flexible, dynamic, random, abstract Based on that research, I made one experimental music video called "stars". It was a commercial project from one Chinese punk band. I combined my research through this working process. To be more detailed. The lyrics from music has overwhelmed emotional expression, and also gives strongly symbolic meanings of how people struggle in this material world. But I only listened the rhythm without having lyrics inside, in order to record my truly personal "present" emotions. After that I immediately gather all fragments in my mind and visualise it. All the moving images from that movement will not be changed even though later part of them are not fit in lyrics.

That was an interesting experiment for me, because through this practice, I gradually realised what is the connection between purely abstraction and rational thinking based on the reflection from the book of "the logic of sensation". However, when I read the book "In defines of poor image", it brings me more confusions: why I choose CGI animation to represent time "present"? What is Computer generated image in the digital art scene? What is all relations between physical "present" and inner "present"? It seems like I am going back to original question: what is my position in those media? In terms of figuring out this "ancestor one", I start to learn coding and how to translate from numbers to still images, and how to give ti order to move. This is what I am researching right now. It become the basic layer of shaping image. Ideally, the next step will be where are those images? In 2D screen? 3D virtual space? Or 3D physical space? The reason why I come back to this is because that this is also good exercise for experiencing what is non-symbol object and non-metaphor movements.

Practiced based :

I have also learned some practical techniques like how to build your own camera , work on 16mm analogy film, make photo book. Those tutorials are solid foundation that make my research further. Especially the the combination of being participate in IFFR and have

16mm analogy film workshop. It made me curious about how could I make a film since I am equipped with different cinematic media. Hence I got a lesson from Simon about "Writing films on paper". It helps me to gather all of my thoughts and make it rational. For the next semester, I will continue working on that.

Apart from the school related project, I was also working on two art residency and one music festival. The art residency "kunstenaar" is about making live audio visual performance. Based on the location (100 year old art house), I need to figure out what I perceive in specific location, trying to think of the how to take a good use of material that are able to cooperate with the space. Due to the virus situation, it is postponed to June. Another one is "sounds of music festival", which happened in the end of year November 2019. This festival gave me more opportunities for testing how to communicate with audience through our live performance, now I am thinking how to develop it in a physical way.

Links "Louder Louder": <https://vimeo.com/manage/390811258/general>
"Stars" : <https://vimeo.com/399138282/b0f0cf208c>
"Sounds of music Festival": <https://vimeo.com/manage/382669989/general>
"Kunstenaar" : <https://www.kunstaanhuis.nl/kunstenaar/24-muxingye-chen-audiovisueel-kunstenaar/>

bibliography:

"sculpting in time" Andrei Tarkovsky
"In Defense of the Poor Image" by Hito Steyerl
"the logic of sensation" by Gilles Deleuze
"the interface effect" by Galloway